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((creat\$3 or generat\$3) near3 (reduced image or thumbnail) near10 sequence)	7

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side by side			
<i>DB=USPT,EPAB; PLUR=YES; OP=ADJ</i>			
<u>L1</u>	(thumbnail or (reduced adj image\$1) or icon) same sequence	1994	<u>L1</u>
<u>L2</u>	L1 same decod\$3	40	<u>L2</u>
<u>L3</u>	L2 same (frame or imag\$3)	22	<u>L3</u>
<u>L4</u>	((generat\$3 or construct\$3 or build\$3) near3 (thumbnail or (reduced adj image\$1) or icon))	1734	<u>L4</u>
<u>L5</u>	L4 same decod\$3	65	<u>L5</u>
<u>L6</u>	L5 same frame	9	<u>L6</u>
<i>DB=EPAB; PLUR=YES; OP=ADJ</i>			
<u>L7</u>	encod\$3 same (thumbnail or reduced) same image	199	<u>L7</u>
<u>L8</u>	L7 same frame	43	<u>L8</u>
<u>L9</u>	L8 same sequence	6	<u>L9</u>
<u>L10</u>	thumbnail near3 sequence	0	<u>L10</u>
<u>L11</u>	reduced near2 image near3 sequence	3	<u>L11</u>

<u>L12</u>	moving picture sequence same encod\$3	4	<u>L12</u>
<i>DB=USPT,EPAB; PLUR=YES; OP=ADJ</i>			
<u>L13</u>	((creat\$3 or generat\$3 or construct\$3 or produc\$3) near3 (thumbnail or reduced or icon) near10 sequence)	398	<u>L13</u>
<u>L14</u>	L13 same (frame or video)	39	<u>L14</u>
<u>L15</u>	L14 same ((key or representative or candidate or selected) near5 frame)	1	<u>L15</u>
<u>L16</u>	thumbnail near1 sequence	5	<u>L16</u>
<i>DB=USPT; PLUR=YES; OP=ADJ</i>			
<u>L17</u>	(decod\$3 near5 video)	12340	<u>L17</u>
<u>L18</u>	L17 same frame	3761	<u>L18</u>
<u>L19</u>	L18 same (icon or thumbnail or (reduced near1 image))	34	<u>L19</u>
<u>L20</u>	character and sequence and thumbnail and video and movie and image	156	<u>L20</u>
<u>L21</u>	L20 and decod\$3	119	<u>L21</u>
<u>L22</u>	L21 and (key near3 frame)	18	<u>L22</u>
<u>L23</u>	L22 and (thumbnail near6 sequence)	0	<u>L23</u>
<u>L24</u>	video and decod\$3 and (thumbnail near6 sequence)	28	<u>L24</u>
<u>L25</u>	L24 and frame	26	<u>L25</u>
<u>L26</u>	L25 and key	20	<u>L26</u>
<u>L27</u>	L25 and (key near5 frmae)	0	<u>L27</u>
<u>L28</u>	L25 and (frame near10 thumbnail)	10	<u>L28</u>
<u>L29</u>	((creat\$3 or generat\$3) near3 (reduced image or thumbnail) near10 sequence)	7	<u>L29</u>

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thumbnail sequence character frame key

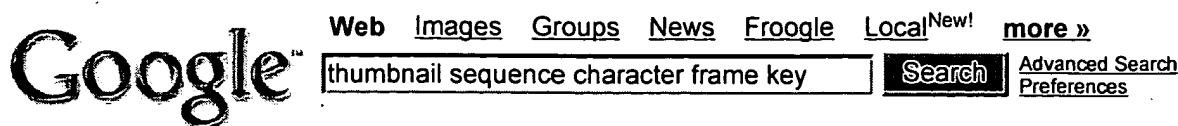
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Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**Full text available: [pdf\(4.21 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [Interactive Editing Systems: Part II](#)

Norman Meyrowitz, Andries van Dam

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3Full text available: [pdf\(9.17 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**3** [Section 03: tools: Simplifying video editing using metadata](#)

Juan Casares, A. Chris Long, Brad A. Myers, Rishi Bhatnagar, Scott M. Stevens, Laura Dabbish, Dan Yocum, Albert Corbett


June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**Full text available: [pdf\(2.91 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Digital video is becoming increasingly ubiquitous. However, editing video remains difficult for several reasons: it is a time-based medium, it has dual tracks of audio and video, and current tools force users to work at the smallest level of detail. Based on interviews with professional video editors, we developed a video editor, called Silver, that uses metadata to make digital video editing more accessible to novices. To help users visualize video, Silver provides multiple views with different ...


Keywords: Informedia., Silver, digital video editing, metadata, multimedia authoring

4 Zodiac: a history-based interactive video authoring system

Tzi-cker Chiueh, Tulika Mitra, Anindya Neogi, Chuan-Kai Yang

September 1998 **Proceedings of the sixth ACM international conference on Multimedia**Full text available:  [pdf\(1.10 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)5 Technique for automatically correcting words in text

Karen Kukich


December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4Full text available:  [pdf\(6.23 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Research aimed at correcting words in text has focused on three progressively more difficult problems: (1) nonword error detection; (2) isolated-word error correction; and (3) context-dependent word correction. In response to the first problem, efficient pattern-matching and n-gram analysis techniques have been developed for detecting strings that do not appear in a given word list. In response to the second problem, a variety of general and application-specific spelling cor ...

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling correction, grammar checking, natural-language-processing models, neural net classifiers, spell checking, spelling error detection, spelling error patterns, statistical-language models, word recognition and correction

6 Designing multimedia: Dynamic key frame presentation techniques for augmenting video browsing

Tony Tse, Gary Marchionini, Wei Ding, Laura Slaughter, Anita Komlodi


May 1998 **Proceedings of the working conference on Advanced visual interfaces**Full text available:  [pdf\(1.50 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Because of unique temporal and spatial properties of video data, different techniques for summarizing videos have been proposed. Key frames extracted directly from video inform users about content without requiring them to view the entire video. As part of ongoing work to develop video browsing interfaces, several interface displays based on key frames were investigated. Variations on dynamic key frame "slide shows" were examined and compared to a static key frame "filmstrip" display. The slide ...

Keywords: display rate, divided attention, dynamic displays, interface design, key frames, representations, video browsing

7 Improving visualization: Image presentation in space and time: errors, preferences and eye-gaze activity

Bob Spence, Mark Witkowski, Catherine Fawcett, Brock Craft, Oscar de Bruijn

May 2004 **Proceedings of the working conference on Advanced visual interfaces**Full text available:  [pdf\(254.24 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Rapid Serial Visual Presentation (RSVP) is a technique that allows images to be presented sequentially in the time-domain, thereby offering an alternative to the conventional concurrent display of images in the space domain. Such an alternative offers potential advantages where display area is at a premium. However, notwithstanding the flexibility to employ either or both domains for presentation purposes, little is known about the alternatives suited to specific tasks undertaken by a user. As a ...

Keywords: Rapid Serial Visual Presentation, eye-gaze tracking, space-time trade-off, visual information browsing, visual interface design

8 WEST: a Web browser for small terminals

Staffan Björk, Lars Erik Holmquist, Johan Redström, Ivan Bretan, Rolf Danielsson, Jussi Karlgren, Kristofer Franzén

November 1999 **Proceedings of the 12th annual ACM symposium on User interface software and technology**

Full text available:  [pdf\(173.07 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

We describe WEST, a WEB browser for Small Terminals, that aims to solve some of the problems associated with accessing web pages on hand-held devices. Through a novel combination of text reduction and focus+context visualization, users can access web pages from a very limited display environment, since the system will provide an overview of the contents of a web page even when it is too large to be displayed in its entirety. To make maximum use of the limited resources available on a typica ...

Keywords: WAP (wireless application protocol), flip zooming, focus+context visualization, hand-held devices, proxy systems, text reduction, web browser

9 Session 11: multimedia analysis and retrieval: A user attention model for video summarization

Yu-Fei Ma, Lie Lu, Hong-Jiang Zhang, Mingjing Li

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available:  [pdf\(644.28 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#)

Automatic generation of video summarization is one of the key techniques in video management and browsing. In this paper, we present a generic framework of video summarization based on the modeling of viewer's attention. Without fully semantic understanding of video content, this framework takes advantage of understanding of video content, this framework takes advantage of computational attention models and eliminates the needs of complex heuristic rules in video summarization. A set of methods ...

Keywords: attention model, skimming, video content analysis, video summarization

10 Human-computer interface development: concepts and systems for its management

H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Full text available:  [pdf\(7.97 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#), [review](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

11 Extending to multidimensional interfaces: Designing affordances for the navigation of detail-on-demand hypervideo

Andreas Girgensohn, Lynn Wilcox, Frank Shipman, Sara Bly

May 2004 **Proceedings of the working conference on Advanced visual interfaces**